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Printed in Japan

ENTERACTIVE™ VIDEO GAMES

NES-FU-USA

# BACK TO THE FUTURE™

freegamemanuals.com

## INSTRUCTION BOOKLET

Official
Nintendo
Seal of Quality

THIS GAME IS LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo
ENTERTAINMENT SYSTEM®

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## Treat Your LJN Game Carefully

- This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.



# INTRODUCTION

Poor Marty McFly. He's not having a very good day. First his friend Professor Emmett Brown is shot by a bunch of gun-toting crazies, all because he cheated them out of a little plutonium. Then Marty was just barely able to escape in the Prof's new sports car turned time machine.

The problem is that this time machine propelled him back to the year 1955. To make matters worse, Marty managed to interfere with George McFly and Lorraine Baine's first meeting, they are the 50's teenagers that will some day be his parents. Because of Marty, they do not meet as before, which means that they won't fall in love, get married and raise a family. That means Marty will never be born.

Marty has only one hope and that is you! Somehow you have to help him undo the damage he did when he first arrived in the past. You both have to make sure that history repeats itself and his parents fall in love at the big dance. Keep in mind though, that Marty has made lots of enemies among the local bullies. So getting from place to place is going to be a real challenge. And time is definitely not on your side.

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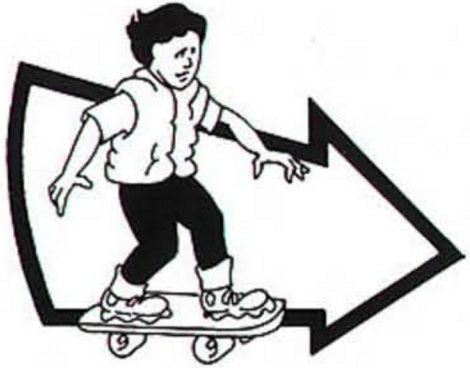
# 1 GAME GUIDE

The object of the game is simple. It is based on the hit movie and it's all about time...or the lack of it. You have to get Marty to each of four buildings in Hill Valley, the cafe, the school, the dance hall and the town courthouse in order to get his parents together and you must do it before the photo of his family in the future, fades away. Each building will contain a "mini-game" which you must beat in order to advance in the overall game, but the real trick is getting to each of the buildings. Marty will start off on foot and the pack of bullies that have been terrorizing his dad will soon be after him. Grab yourself a skateboard and show them how a shredder from the future can move. Don't waste time, because if you don't make it to the courthouse by 10:05 Friday night, you will never get Marty "Back to the Future."





# 2 HOW TO PLAY:

## Moving around Hill Valley.

Just like in the movie, Marty must correct all of the events that he messed up by getting involved with his future parents. Before he can fix anything, he has to get to where George and Lorraine might be hanging out. Unfortunately, Biff and the other bullies are looking to knock his block off and time is running out. Move Marty thru the streets of Hill Valley, dodging bullies, bees and babes, trying to get to the Cafe, the School, the Dance, and finally to his appointment with a lightning bolt at the Town Hall.

In order to get to any of the buildings, Marty must run down the four blocks of the street before the photo at the bottom of the screen fades to black or the timer hits zero. If you don't make it, Marty loses one of his 4 lives. Along the way there are a number of things that will slow Marty down. For instance, every time he trips and falls it will take a while for him to get back up. You can use the B BUTTON to jump most of the things in Marty's path. Of course when Biff and his crew grab him or the bees start to attack you will find yourself losing precious seconds.

Fortunately, there is a way to buy Marty a little more time. Every one of the clocks that Marty picks up will restore the photo by a small amount. It is only temporary, but every little bit counts. Collect one hundred clocks and the picture is fully restored...for the moment. Along the way, Marty can pick up two other items to help make it to the next location. The first is the bowling ball which can be thrown by pushing the A BUTTON. Not only will you eliminate some of the obstacles, but you'll gain points as well. If you get enough points, you can get an extra life for Marty. That's great, because you're going to need all the help you can get.

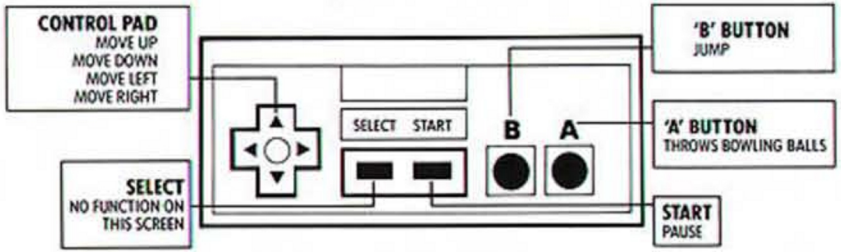
Speaking of help, the second object in the street scenes is the skateboard. Marty and you get to show off your prowess and confuse Biff's group of goons with your speed and skill on the skateboard. The faster you get through a section, the less you have to worry about the photo fading away, and at the end of each section you will receive a bonus based on the time remaining on the timer.



# 3 THE MAP OF HILL VALLEY

From this screen you will see where you are in the game and how far Marty needs to go in order to reach the next destination. Just push the START or the A BUTTON when you are ready to begin the new section.

## HOW TO USE THE CONTROLLER
## STREET GAME

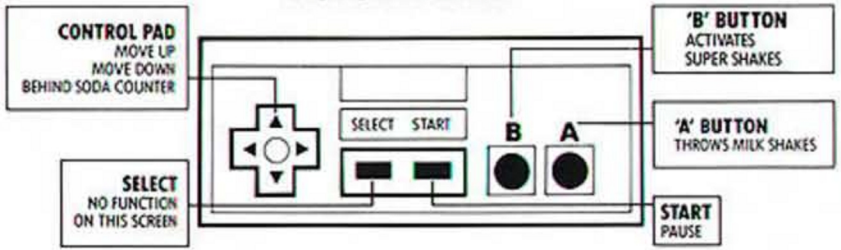


# 4 THE CAFE GAME

The cafe is where Marty has to protect his Dad, George from the bully Biff and his friends. Only then will George have the courage to ask Lorraine to the "Enchantment Under the Sea" dance, where they kiss for the first time.

Biff and his buddies will come running in from the side of the screen, with Marty behind the soda counter trying to stop them by throwing milk shakes at them. The A BUTTON will throw the milk shake and the B BUTTON will act as a "Super Shake" driving back all the bullies that are on the screen. You will start this round with only one "Super Shake," but as the round progresses the waitress will bring you more–just pick them up after she puts them down on the counter. Keep on your toes because Biff's gang will join in the food fight and start throwing shakes back at Marty. If he gets hit it will slow him down for a moment while he cleans the ice cream off his face. Since all it takes is just one of the bullies to get all of the way to the bar in order to grab Marty, you'd better be quick as well as careful.

## HOW TO USE THE CONTROLLER
## THE CAFE GAME

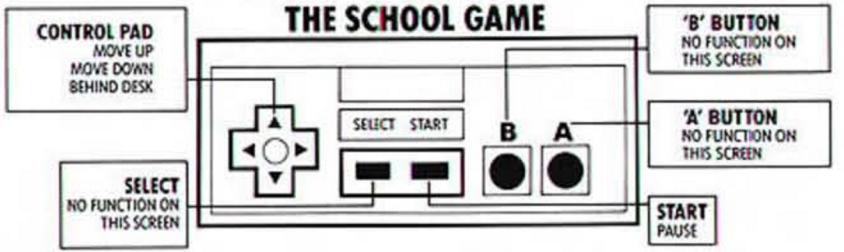


# 5 THE SCHOOL GAME

Once you arrive at the school you will face your next major challenge. It seems that Lorraine, Marty's future Mom thinks that he is awfully cute. Since she has no idea of who Marty really is, he will need your help to try and ward-off her unwelcome advances, otherwise she will never pay any attention to George and you know what that means.

In this game you have to move Marty up and down the screen using the cross key. The object is to fend off Lorraine's kisses which are in the shape of little hearts. Every time Marty blocks one with the school book, you gain 50 points. If you stop over one hundred, you have made it through this challenge. But all it takes is one kiss getting to Marty and you'll find it impossible to convince Mary to go to the dance with anyone else.

## HOW TO USE THE CONTROLLER
## THE SCHOOL GAME



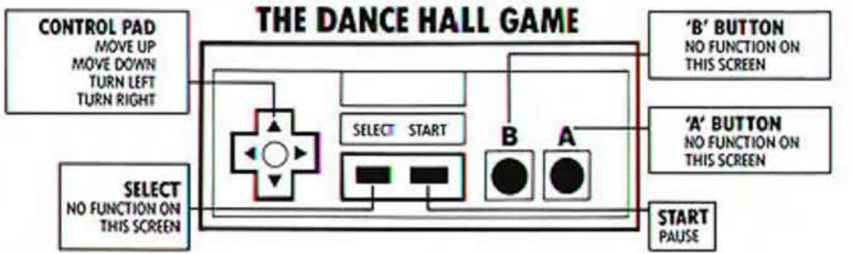



# 6 THE DANCE HALL GAME

By this time you have managed to save Marty's Dad from Biff and convinced his Mom that Marty is not right for her. Still, unless you get his parents to share that first kiss the future is going to be changed and Marty is not going to be part of it.

As the back up guitar player, Marty has to keep up with the other members of the band at the "Enchantment Under the Sea" dance. The better they all play together, the more romantic the atmosphere and the higher the Love Meter goes. When it reaches the top, Lorraine and George will kiss.

## HOW TO USE THE CONTROLLER
## THE DANCE HALL GAME

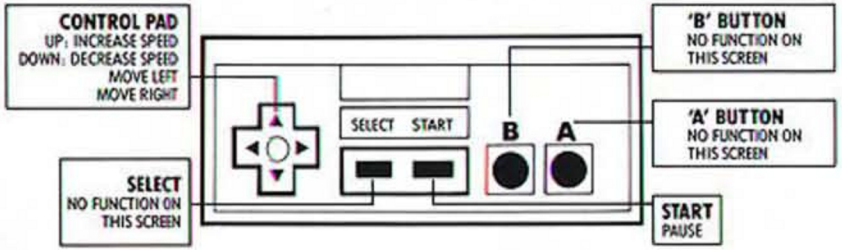


# 7 THE DRIVING GAME

Now that you and Marty have straightened out the past, he's got to get "Back to the Future" where he belongs. The only way you can supply his time machine with the necessary energy to do this is to drive it at exactly 88mph just as a lightning bolt strikes the clock tower and energizes the car. You have to maneuver it through the streets of Hill Valley avoiding all of the descending lightning bolts and arrive at the wire strung across the road at the exact same time as it is charged by the one big bolt of lightning.

Only if you time it perfectly will you and Marty make it back to the present to continue his life as it was meant to be.

## HOW TO USE THE CONTROLLER
## THE DRIVING GAME



# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the NES with respect to the receiver
-Move the NES away from the receiver
-Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.



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